

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
 watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Wilsen Slavent

King K. Rool and his Kremling army, the Kongs were still celebrating. Soaking up the sun in their favorite glade on DK Island, Donkey Kong and Diddy Kong often slung up hammocks, hit the music, and spent the day chilling out with banana milkshakes.

Dixie Kong sometimes joined them, but early one morning she was surprised to find Diddy's room empty. A scribbled note on the table read: "Gone exploring the islands with DK. Back tomorrow!" Dixie could remember at least three times that they'd already tried this plan, and they'd yet to make it further than the beach, so that's where she went looking. She realized well before she arrived that it was far too quiet for DK and Diddy to be around. Surely they hadn't stuck to one of their hare-brained schemes for once? Well, she hoped that they were having fun, wherever they were. Neither of them

returned that day, and when another visit to Diddy's place the following morning found it still deserted, Dixie found herself starting to worry. Everybody knew what kind of trouble those two were capable of getting themselves into: just what had they landed in this time?

When there was still no sign of them by the third morning, Dixie decided to take matters into her own hands, being no stranger to adventure herself. Without a second thought she made her way down to the southern shores of DK Island and swam across to the mainland. A brief visit to Wrinkly Kong at her relaxation retreat told Dixie that the boys certainly had passed by, though without saying where they were headed.

Following Wrinkly's suggestion, Dixie called on Funky Kong at his beach workshop, but Funky just pointed across the cluttered room to his only other recent

visitor — Dixie's hefty toddler cousin Kiddy Kong, who lounged in a corner chewing happily on a spare tire. After a certain amount of pleading on Funky's part, Dixie agreed to give him a break from the role of reluctant babysitter by letting Kiddy join the search for a while.

So it was that the two of them set out on the latest adventure in the Kong family records, soon to discover a whole new variety of Kremlings running loose in the world, all seemingly under the control of a new master, KAOS.



Starting the Game

Insert your DKC3 Game Pak into your Game Boy Advance system, then turn the power **ON**. To begin a game, choose **START** from the Main Menu and select one of the three available save files. Next, decide between one or two players.

One-Player Mode

Allows a single player to tackle the entire quest, controlling both Dixie Kong and Kiddy Kong.

Two-Player Team Mode

One player controls Dixie Kong while the other gets to grips with Kiddy Kong. The game pauses when a life is lost so that the GBA can be passed to the next player.

Enter a name, select END and you'll join the game in the Northern Kremisphere. Use the + Control Pad to move and the A Button to select a destination. Each level must be completed before you can reach the next.



Global Save Data Erase

It is possible to clear the cartridge memory completely, though be warned that doing so will erase all game data including high scores. To activate, first hold down the L and R Buttons, then press SELECT. This must be done from the save file-selection screen.

map screen



During your **DKC3** adventure, you'll find yourself challenged by all manner of different terrain. Nine sprawling areas of the world lay before you, ranging from the eerie depths of Lake Orangatanga to the dizzying heights of the peak they simply call K3.

Not only will the Map Screen bird's-eye view show you what lies ahead, it also gives you access to the World Map Menu, complete with those all-important options to save or quit the current game. Press **START** on the Map Screen to access the World Map Menu.

To mark your progress through the various landscapes, a Krem Flag will pop up on the map to show your next destination. Completing a level raises the flag of your leading Kong character (pink for Dixie, blue for Kiddy). If you tackle all the Bonus Levels, the flag will be fully unfurled. Defeat Koin and a special gold pennant will also appear on the flagpole.



During play, item counters will briefly pop up when you collect something, but are kept off-screen most of the time to reduce clutter. Look for the following displays:

Banana Counter

Keeps track of how many bananas you collect. Make it to 100 and pick up an extra life!

K-O-N-G Letters

Grabbing the full set of four letters during a single level will also earn you an extra life.

Bear Coin

Hoard these to pay for items in Brother Bear shops, and also to take part in Cranky and Swanky's minigames.







L Button

Dismount Animal Friend Switch between Dixie and Kiddy

+Control Pad

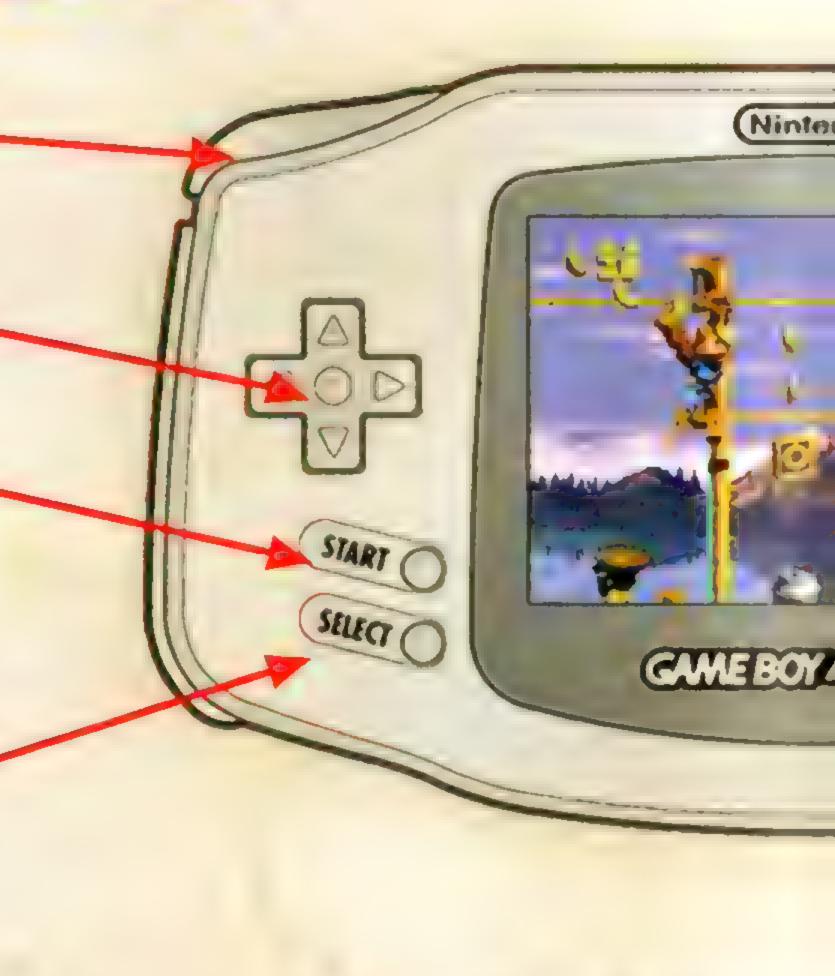
Menus: Scroll through selections In-game: Move character

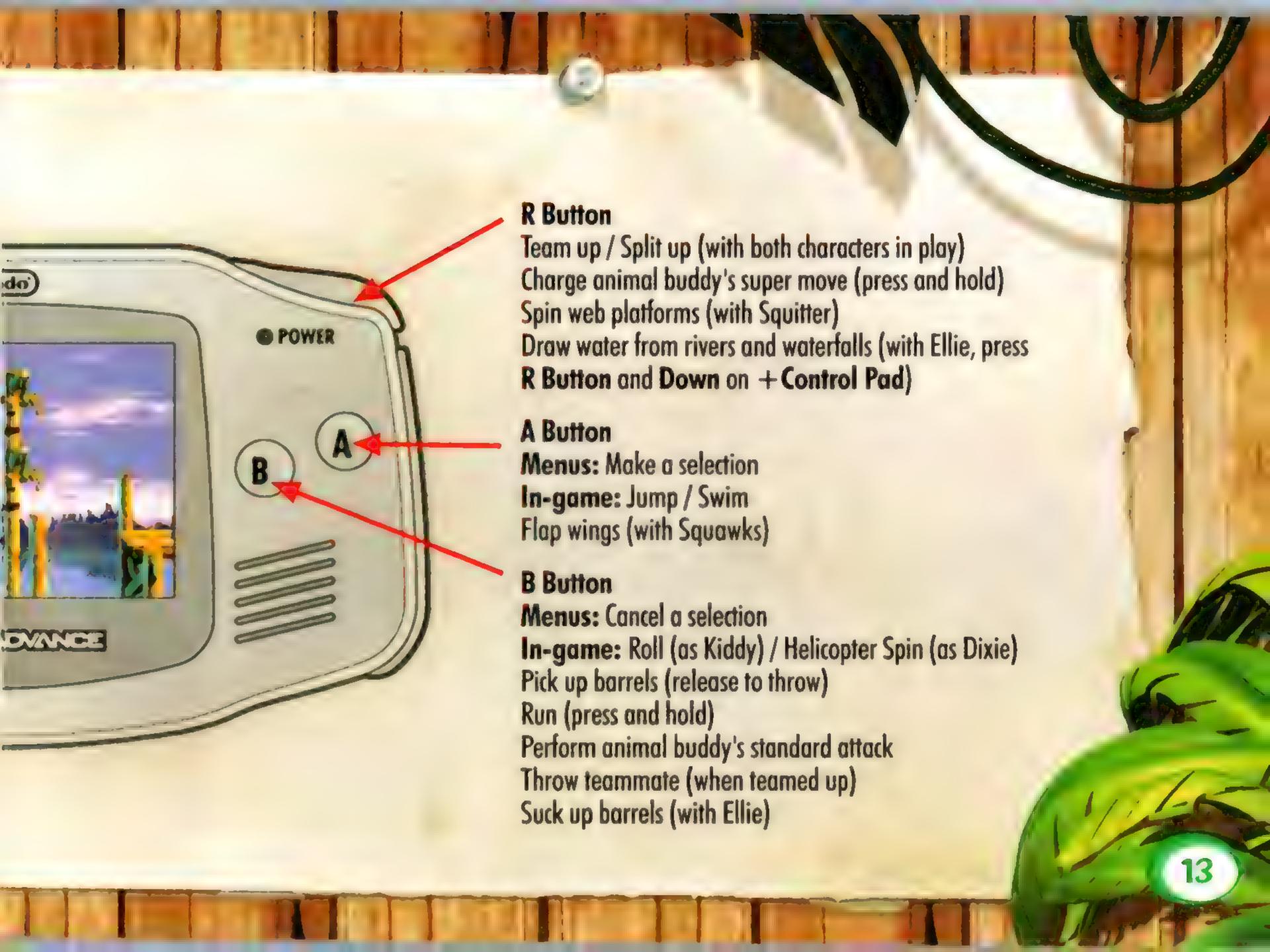
START

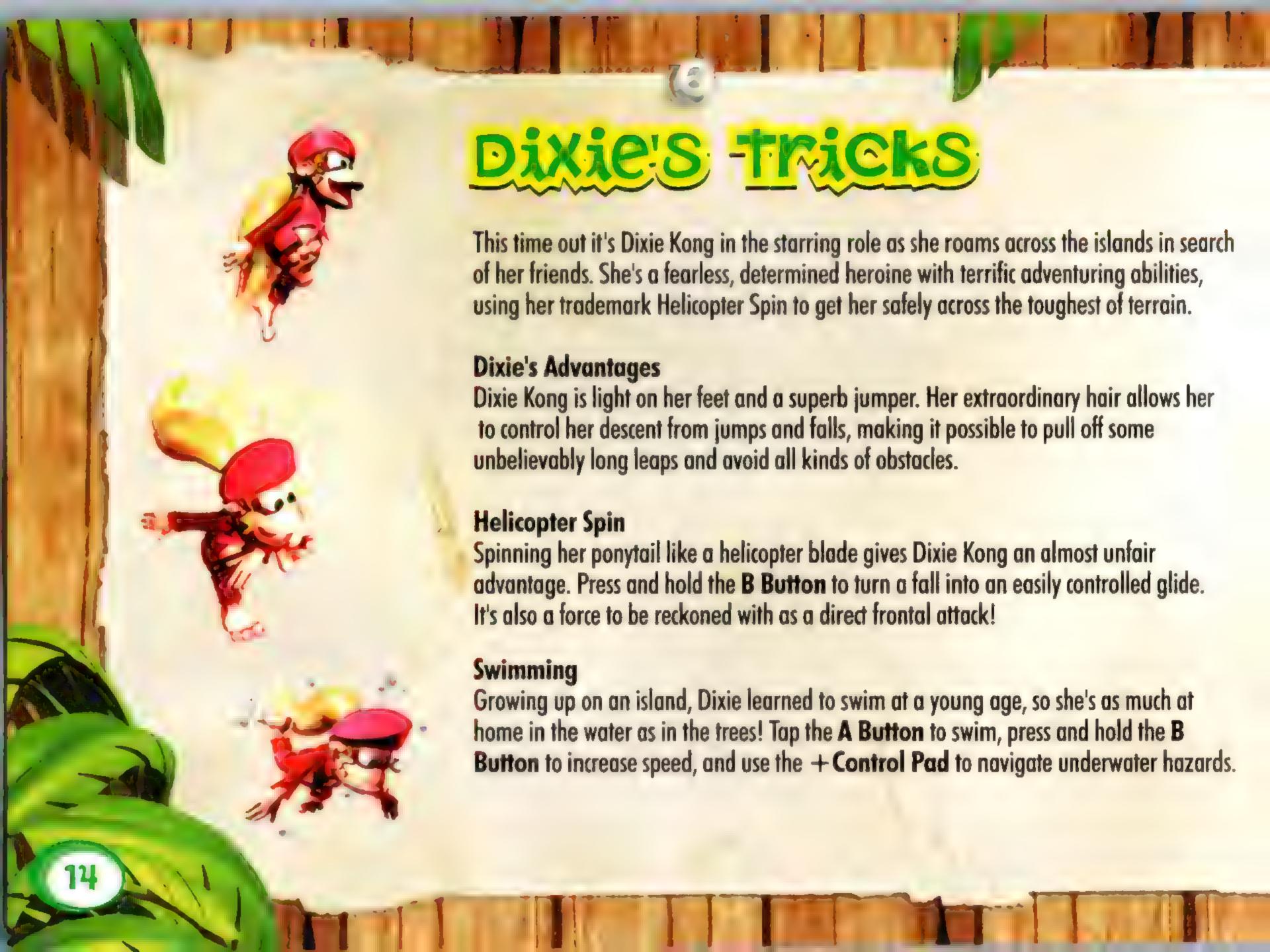
Menus: Make a selection
Call up World Map Menu
(on World Maps only)
In-game: Pause

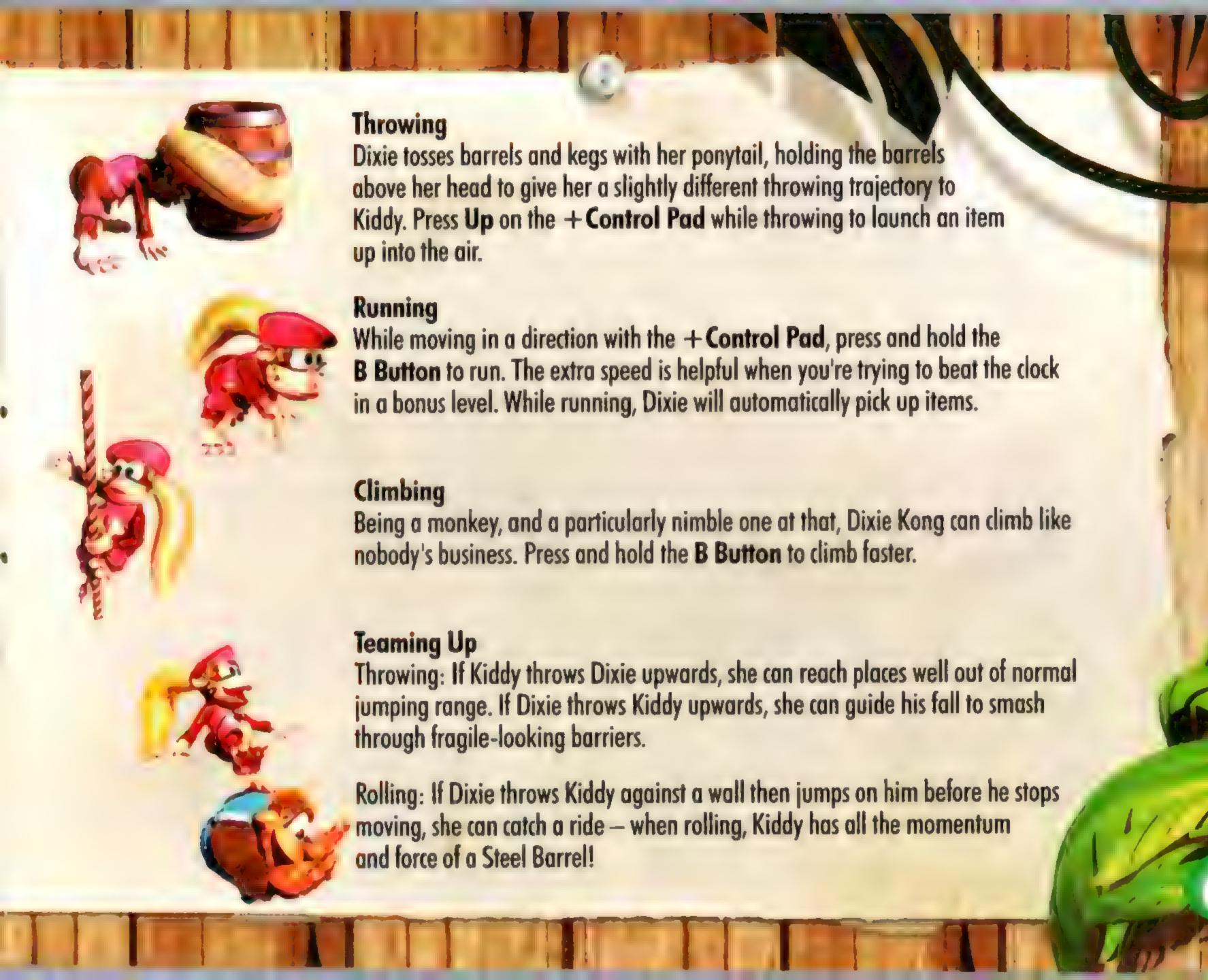
SELECT

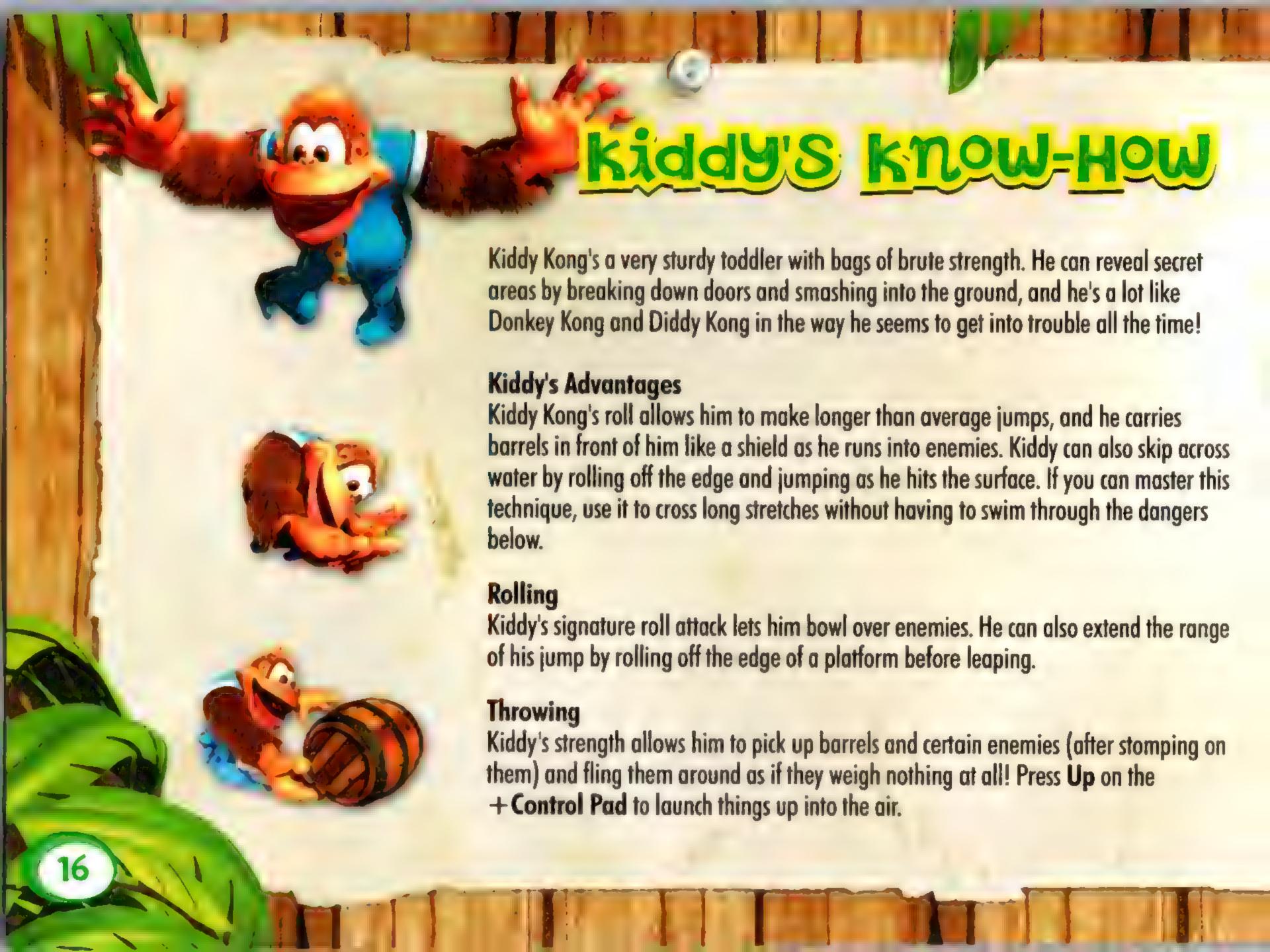
Press START then SELECT to exit a previously finished level and return to the map

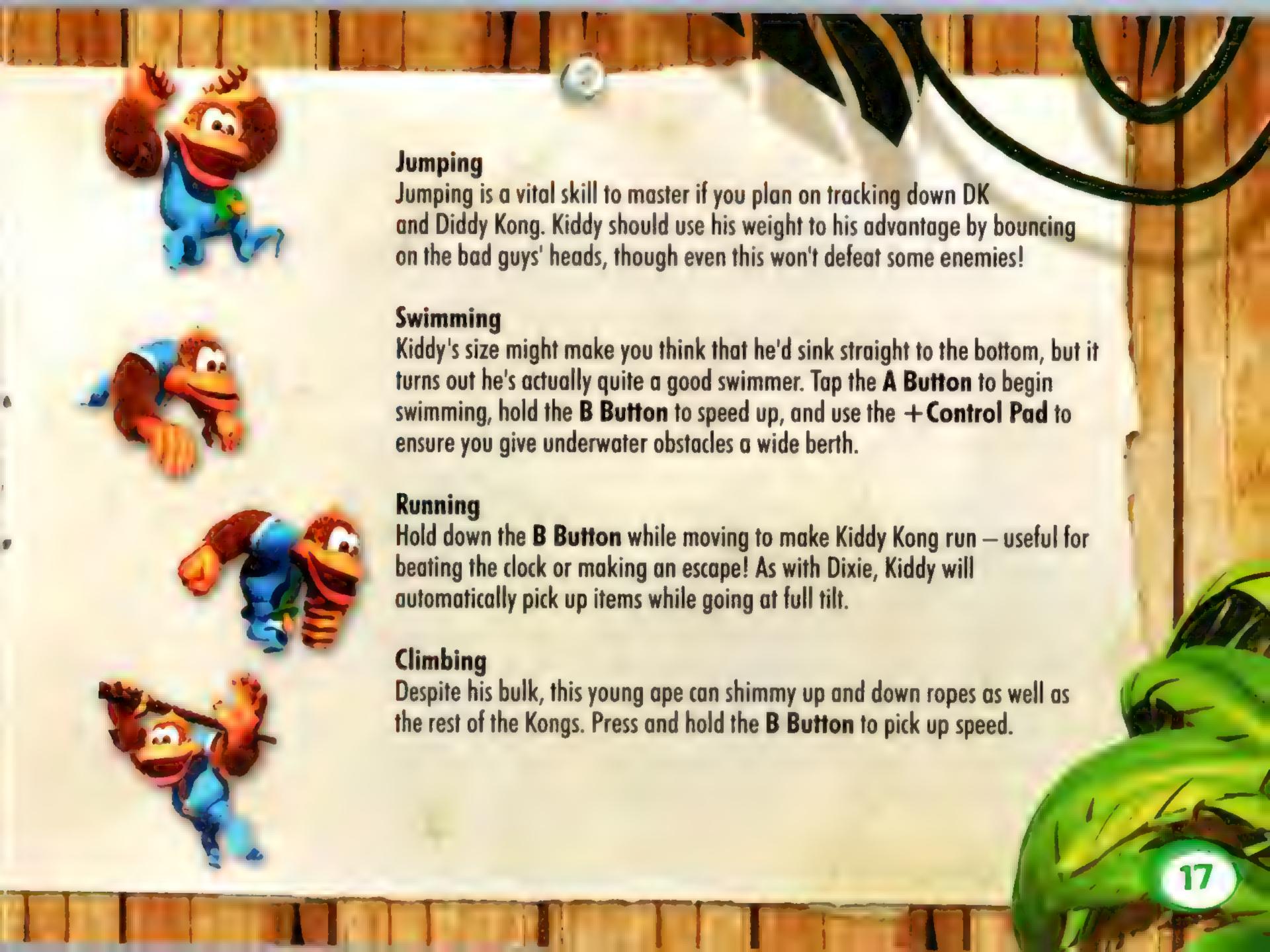












the keng Family

Once again, everyone's getting in on the act: you'll find various Kong family members trying to make their mark in just about every corner of the world. Always good to see a familiar face, even if it is Cranky's!



Funky's Rentals
The coolest of Kongs has opened up his own boat rental shop, which he's prepared to let family members use for free.
He also has several new challenges in store for you!



Wrinkly's Retreat
Cranky's long-suffering
wife has finally decided
to give herself a break,
taking it easy and
relaxing in exotic locales.
She's still a good source
of useful advice, though.



Swanky's Dash
Back on the road with
his one-man sideshow,
Swanky has embraced
technology and
upgraded to brand
new state-of-the-art
VR equipment. Be sure
to check it out!



Cranky's Dojo
Cranky claims to be in
training for "Cranky
Kong Country". It doesn't
take a genius to work
out that he could
probably do with some
help if you happen to be
in the area.

Animal Byddies

As always, the Kongs can call upon the unique talents of the local wildlife to help them through those particularly tricky areas. Some are old hands at the adventuring life, others are eager new recruits...



Ellie the Elephant

This young herbivore can use her trunk to pick up and launch barrels at enemies, or spit out water blasts when there's a good source to draw from.

Enguarde the Swordfish

Past adventures have taught Dixie just how valuable Enguarde's sharp bill and effortless underwater agility can really be.

Squawks the Parrot

An egg-launching veteran back to lift the Kongs to high ground. His relatives carry barrels to bombard the bad guys!

Parry the Parallel Bird

Once released,
Parry will take up
position overhead
and match your
moves, grabbing
those hard-toreach goodies as
he goes.

Squitter the Spider

Make full use of those sensational web-shooters to take out foes and build web platforms over the widest of gaps.



There are nine main areas to explore in this part of the world, not counting secret caves, Kremling hideout's and Brother Bear residences. That gives you over fifty levels to conquer before the end of your journey!



Lake Orangatanga

A relatively peaceful starting point with a wide variety of terrain to prepare you for those later, tougher areas. Take the opportunity to fine-tune your simian skills while you can.



Cotton-Top Cove

The best holiday destination in the Northern Kremisphere, famed for its picturesque waterfalls. It's just a shame that those cackling Kremlings have scared off all the tourists.



Kremwood Forest

This murky stretch of woodland is split by a thriving river, but most fishermen are kept at bay by tales of a giant spider lurking up in the treetops. Truth or exaggeration? Who knows...



Mekanos

Industrialization has thoroughly poisoned the island of Mekanos, making it a dangerous place by anyone's standards. All visitors can expect to face some harsh challenges before they leave.





K3

The icy, treacherous footing isn't the only hazard you'll have to face on the permanently frozen slopes of K3 — reckless Lemguins and psychotic snowmen also make their homes here.



Pacifica

Accessed through a secret passageway at the bottom of the lake, this place remained hidden for many years. Only recently did those clumsy Kremlings stumble across the entrance.



Razor Ridge

Pure mountain air and majestic views are what Razor Ridge is all about. The scenery would attract a lot of sightseers if only there weren't quite so many unpleasant critters running riot.



Kaos Kore

Dixie Kong and Kiddy Kong's final destination, Kaos Castle lies at the dark heart of the Kaos Kore, patrolled by a veritable army of Kremlings. Visitors are clearly not welcome.



Krematoa

A volcanic island that features heavily in local folklore, the Lost Land of Krematoa is said to have disappeared beneath the waves long, long ago. Anyone wishing to investigate the legend further should seek out an expert on the subject...



The Kremlings may be down from past defeats, but they're not out yet. Here are just a few of those reptilian bad boys (and other hostile locals) who'll be doing their very best to get in your way.



Kobble

Standard Kremling adversary, relying more on numbers than individual strength.



Krimp

Sharp-toothed snapper who goes for the heels. Get ready to hop!



Krumple

A real tough guy among the Kremlings — approach with care, especially in Dixie Kong's case as her lightweight jumping attacks will bounce right off!



Kopter

Propeller-equipped enemy who attacks from the skies. Try bouncing repeatedly on Kopter's head to gain height.



Kuchuka

A cowardly character who hides in his barrel shelter, hurling out bombs. Get in close and teach him a lesson.



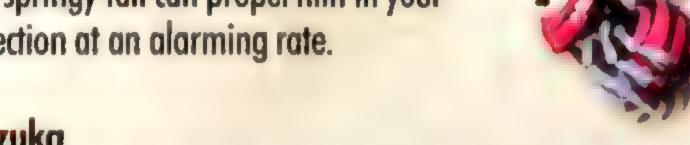
Klasp

A natural athlete who sticks to the ropes, though some of his cousins actually home in on intruders (especially those who hang around too long).



Re-Koil

His springy tail can propel him in your direction at an alarming rate.



Bazuka

Heavily armed but not too bright. When he's firing horizontally it's safe to stand on the barrel of his gun.



Sneek

Not much of a nuisance except to Ellie, who really isn't so keen on rats and mice.



Bristles

Tough hedgehog opponent with a roll attack. Use head-on battle tactics to avoid getting splinters.

Koin

Steadfast guardian of the DK Coin in each level. Nothing less than a Steel Barrel will be enough to knock Koin off his feet.



A hungry fish who seems happy to be your friend — as long as you can keep him well-fed!



Bounty Bass

This gluttonous fish offers up big bonuses when defeated, though that's not as easy as it sounds.



Airborne adversary with a razorsharp buzzsaw. Red Buzzes are completely invulnerable!

Swoopy

Sharp-beaked menace prone to getting embarrassingly stuck after a botched attack.

Koco

Colorful, deceptively harmlesslooking clownfish out swimming lazy laps of the local waters.

Nibbla

New Features

The Brothers Bear

In addition to the Kongs and their animal friends, Dixie and Kiddy can now visit the Brothers Bear in cabins around the world. Each of the thirteen Bears has something different to offer... if you can get into their good books.



Bazaar

The top shopkeeper of the bunch has various useful bits and pieces for sale — at a price!



Blunder

Not the sharpest tool in the box, Blunder tries to be sarcastic only to blurt out secrets by mistake.



Barnacle

He runs the gift shop and drives a hard bargain, but sometimes it's worth spending a little extra.



Blue

His name says it all — he's not a happy Bear. Can you pin down the problem and cheer him up?



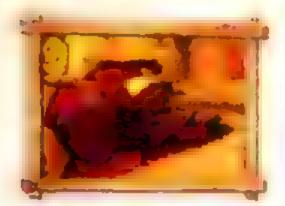
Brash

Big and boastful with a bit of a bad attitude. Careful what you say when Brash is around!



Bazooka

Bluff old Brigadier Bazooka is an army veteran from the days of the Kremean War.



Blizzard

Adventurous Blizzard is trying to scale the heights of K3. At the very least, he's got ambition!



Bramble

Bramble's the name, and botany's the game: this Bear has a lifelong fascination with flowers.



Benny and Bjorn

Eccentric identical twins from faroff shores who run the ski lifts on the mountain.



Barter

This cheeky, swap-happy Bear has a tendency to "borrow" items whenever he needs them.



Baffle

Baffle loves codes and spends days deciphering them, but it looks like he may have met his match...



Boomer

This reclusive Bear holds the secret to the Lost World. Of course, you'll have to find him first.



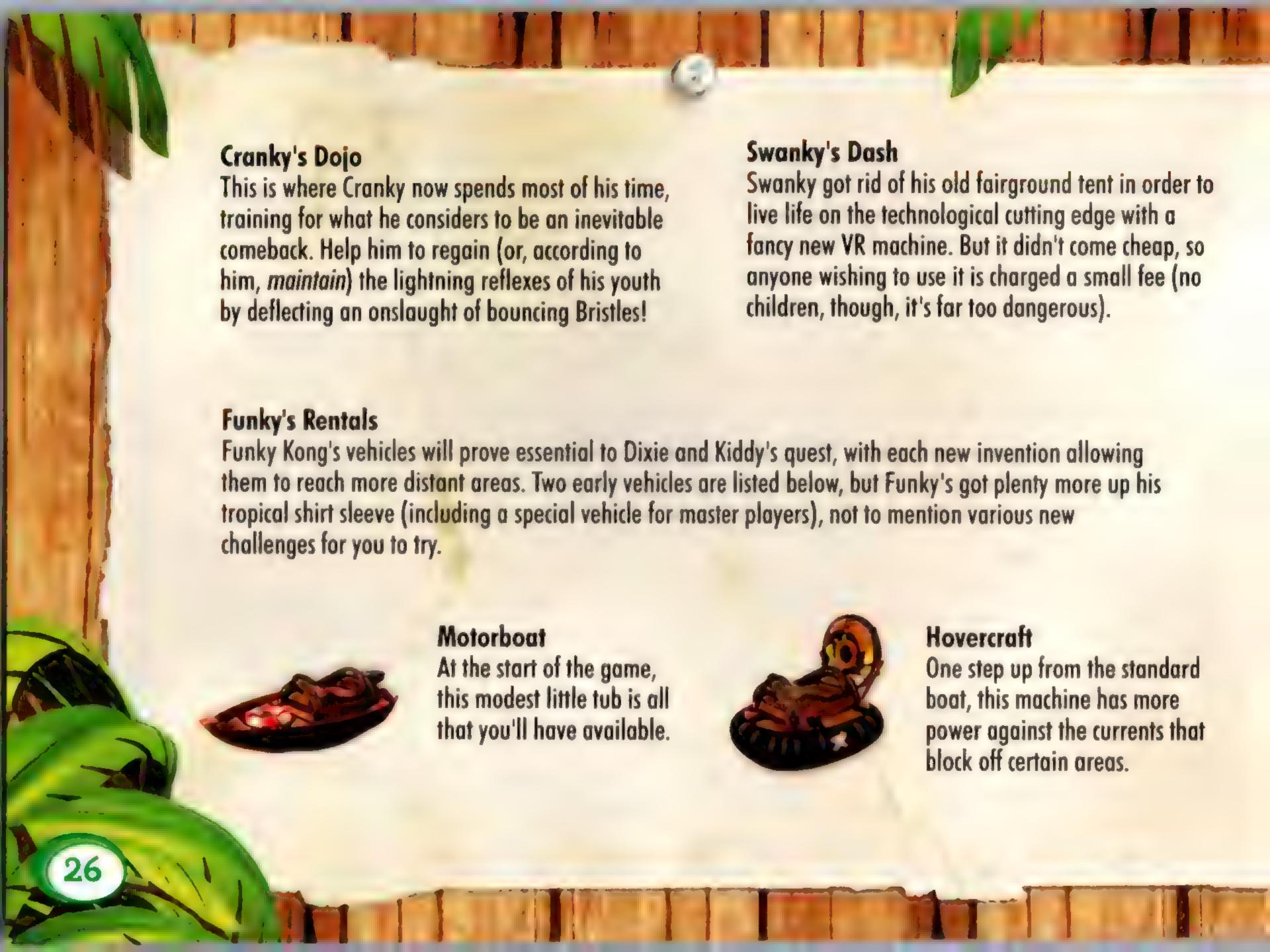
Bachelor

Lovelorn Bachelor seems very keen to go out on a date, just as soon as he's picked up a few essentials.



Banana Birds

As you make progress in your search for Donkey Kong and Diddy Kong, you may come across mystical Banana Birds which, once rescued, will flutter off to Wrinkly Kong's retreat. Try to find and release as many as possible to keep the old girl company.



treasure & Items



DK Coin

No level is completely beaten until you've found the DK Coin, but each one is under the protection of Koin the Kremling!



Bear Coins

Use these coins to play minigames, and to pay for items in the shops run by some of the Brothers Bear.



Bonus Coins

Earned in four varieties of Bonus Level hidden throughout the game. Good for paying Boomer to reveal his big secret!



Bananas & Banana Bunches

Watch for banana formations that point out secret areas, hidden items, or the way to the end of the level.



No Animal Sign

Make it this far with an animal friend and you'll be rewarded depending on how difficult it was to get there.



Extra Life Balloons

Always a welcome sight: pop one to pick up an extra life.



K-O-N-G Letters

Spell out the whole word in a single level to earn an extra life.



Level Flag

To mark a level as cleared, raise the flag by grabbing the rope at the end.



Batches of Barrels

You'll find dozens of barrels scattered in Dixie and Kiddy's path as they explore the continent. Jump into one to find out what it does, or go in fully prepared by checking out this list first!



Auto-Fire Barrel

This barrel will automatically launch you to places that you'd never be able to reach otherwise.



DK Barrel

Here's where you'll find your partner if they're not already with you. If you already have both Kongs, you won't be able to break the DK Barrels that float in mid-air.



TNT Barrel

As you might expect, these detonate when thrown. Use the explosion as a weapon or to open hidden areas!



Invincibility Barrel

Shatter one of these beauties to gain temporary invincibility.



Bonus Barrel

Bound into a Bonus Barrel to blast right into a Bonus Level.



Tracker Barrel

As the name suggests, they blast you out and track you in the appropriate direction.



Steel Barrel

Throwing one of these is a fantastic way to clear an area of enemies. And they're reusable, too, if you're careful!



Star Barrel

These mark a midway point in the level. Break one to continue from that point if you lose a life before reaching the end.



Enguarde Barrel

No surprises: swim into this barrel to transform into Enguarde the swordfish. Invaluable for underwater work!



Squawks Barrel

To reach higher areas, enter this barrel to turn into that long-time friend of the Kongs, Squawks the parrot.



Booster Barrel

Jump into one of these and hold on tight as it launches you to higher ground.



Squitter Barrel

Hop into this barrel and you'll become everyone's favorite eight-legged web-squirter, Squitter.



Ellie Barrel

Looking for a way to transform into new girl Ellie? This barrel is just what you need.



"Are you serious? One Cranky Comment throughout the entire manual, that's all the respect I get? And on the stinking Barrels page too?"

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